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Topology synthesis of large-displacement compliant mechanisms - all 7 versions »

CBW Pedersen, T Buhl, O Sigmund - Int. J. Numer. Methods Eng, 2001 - doi.wiley.com

... that the output point must **pass through** the precision ... 5) differs from a standard **topology** optimization ... be added to the displacement **without changing** anything u ...

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T-snakes: Topology adaptive snakes - all 12 versions »

T McInerney, D Terzopoulos - Medical Image Analysis, 2000 - cs.ucla.edu

... forces. The **deformation** of the model is governed by ... structing definitions and proofs for image **topology** boundaries are produced and a T-snake will **pass over** ...

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Calabi-Yau Moduli Space, Mirror Manifolds and Spacetime Topology Change in String Theory - all 4 versions »

PS Aspinwall, BR Greene, DR Morrison - Arxiv preprint hep-th/9309097 - arxiv.org

... main implications of this newfound need to **pass** from a ... to the most basic kind of **deformation** to which ... the **topology** of a Calabi-Yau manifold by passing **through** ...

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[BOOK] Molecular Catenanes, Rotaxanes and Knots: A Journey Through the World of Molecular Topology

JP Sauvage, JB Sauvage - 1999 - books.google.com

... molecules whose prime feature rests **without** doubt on ... broad landscape of chemical **topology** and topoisomerism ... required for a polymethylene chain to **pass through**. ...

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Topology adaptive deformable surfaces for medical image volumesegmentation - all 7 versions »

T McInerney, D Terzopoulos - Medical Imaging, IEEE Transactions on, 1999 - ieeeexplore.ieee.org

... A more practical version of this **deformation** energy is the ... by taking only the local mesh **topology** at a ... large enough so that the model will **pass through** weak or ...

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A virtual node algorithm for changing mesh topology during simulation - all 7 versions »

N Molino, Z Bao, R Fedkiw - ACM Transactions on Graphics (TOG), 2004 - portal.acm.org

... with enslaved embedded geometry is essentially a free form **deformation** (FFD) as ... In this second **pass**, we build the new mesh **topology** by constructing all ...

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Stiffness design of geometrically nonlinear structures using topology optimization - all 3 versions »

T Buhl, CBW Pedersen, O Sigmund - Structural and Multidisciplinary Optimization, 2000 - Springer

... the stiffness of a structure undergoing large nonlinear **deformation**. ... and mesh-dependencies in **topology** optimization is ... and works as a low-**pass** filter that ...

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[BOOK] Algebraic Topology: A First Course - all 3 versions »

W Fulton - 1995 - books.google.com

... problem: When can one trace out a graph **without** traveling over ... of the other **topology**,



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Relevance scale ☐ ☐ ☐ ☐ ☐**1** [Level set and PDE methods for computer graphics](#)
 David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
 August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
 Full text available: [pdf\(17.07 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

2 [The elements of nature: interactive and realistic techniques](#)
 Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
 August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
 Full text available: [pdf\(17.65 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

3 [Collision detection and proximity queries](#)
 Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
 August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
 Full text available: [pdf\(11.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.



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IEEE JNL IEEE Journal or Magazine

IET JNL IET Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IET CNF IET Conference Proceeding

IEEE STD IEEE Standard

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Di Giacomo, T.; Magnenat-Thalmann, N.;
[Computer Animation and Social Agents, 2003. 16th International Conference on](#)
8-9 May 2003 Page(s):48 - 53
Digital Object Identifier 10.1109/CASA.2003.1199303
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- ☐ 2. **A hybrid elastic model allowing real-time cutting, deformations and force-feedback for surgery training and simulation**
Delingette, H.; Cotin, S.; Ayache, N.;
[Computer Animation, 1999. Proceedings](#)
26-29 May 1999 Page(s):70 - 81
Digital Object Identifier 10.1109/CA.1999.781200
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- ☐ 3. **A level-set approach for the metamorphosis of solid models**
Breen, D.E.; Whitaker, R.T.;
[Visualization and Computer Graphics, IEEE Transactions on](#)
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Gunaratne, P.; Sato, Y.;
[Computational Intelligence in Robotics and Automation, 2003. Proceedings. 2003 IEEE](#)
[International Symposium on](#)
Volume 1, 16-20 July 2003 Page(s):459 - 462 vol.1
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Paloc, C.; Faraci, A.; Bello, F.;
[Computer Graphics and Applications, IEEE](#)
Volume 26, Issue 6, Nov.-Dec. 2006 Page(s):24 - 34
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Your Search was:

Last Name = SEPULVEDA

First Name = MIGUEL

Application#	Patent#	Status	Date Filed	Title	Inventor Name
10769154	7236170	150	01/29/2004	WRAP DEFORMATION USING SUBDIVISION SURFACES	SEPULVEDA, MIGUEL A.
10816474	Not Issued	71	03/31/2004	Character deformation pipeline for computer-generated animation	SEPULVEDA, MIGUEL A.

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